

# THUNDERZONE

© Created by DAVE HARPER 1987

## THE GAME

At the edge of the federation star boundary lies the colonial planet system 'Flavius V', vital for its raw material mines.

The colonists of Flavius V have been forced to flee their planets in the face of an invasion by the forces of the evil emperor, Zircon. As Commander-in-Chief of the Federation Liberation Forces, your task is to clear all sectors of Flavius V of Zircon craft and so allow the colonists to return.

The presence of Zircon Forces is detected and measured by the amount of energy they generate. Beware though, a Sector must be totally clear of enemy energy to be considered safe, as the Zircon's have the ability to reproduce themselves from the smallest amount of detectable energy.

## LOADING

### AMSTRAD 464 OWNERS

1. Place the reound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the small ENTER key.

### AMSTRAD 664, 6128 and 464+ DISK OWNERS.

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the reound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

*NOTE: Full loading instructions can be found in your Amstrad Manual.*

## PLAYING THE GAME

Thunderzone can be played by either a joystick connected to your Amstrad or with definable keys.

**Ship Controls** – see attached diagram

A	Sector Status	Red=High energy Mauve, pink purple=decreasing Cyan=Enemy energy clear Cyan=not critical
B	Damage Level	Blue=Severe damage Red=Repairs needed
C	Compass	Rotate left and right
D	Power	If indicator drops to a low level get repairs done. To replenish fuel, shoot a 'power pack' with the scoop – see 'I'
E	Velocity	When chasing Aliens, uses power!
F	Laser Weapon	Uses 2 power units
G	Gamma Weapon	Uses 1 power unit
H	Shield	Reduces Alien hits by 90%
I	Scoop Weapon	Uses 8 power units
J	Hyper Thrust	To move around zone
K	Repair Droid	Repairs icons and refuels
L	Icon Marker	Displays the icon status in use Green: Systems OK Orange: One hit required Red: Out of action, repairs required

Pulling the joystick back or using 'down' key moves the icon selector. Moving the joystick forward or pressing 'up' key will move ship forward in the compass direction. Repair droid lives are gained by clearing a sector or scooping a power pack.

<b>A</b>	<b>SCORE</b>	<b>A</b>
<b>B</b>		<b>B</b>



<b>D</b>			<b>C</b>	<b>E</b>		
<b>F</b>	<b>G</b>	<b>H</b>	<b>A</b>	<b>I</b>	<b>J</b>	<b>K</b>
<b>L</b>						



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